USER MANUAL

Project Title: 'Sudoku Quest'

Rules of the game: You will be provided with a 9x9 grid containing some of the cells filled. A game is complete when every column, every row and every 3x3 box contains digit 1-9, with no column, no row and no 3x3 box contain same digit twice.

User Interface:

1. *Sudoku Solver*: Here an unsolved Sudoku can be solved. Fill the givens in an unsolved Sudoku puzzle in the respective field of the 9x9 grid window and press "*Solve the Sudoku*" button to solve the puzzle.
The solved puzzle will be displayed on the 9x9 grid.

2. *Sudoku Game*: Here player will be able to play a Sudoku puzzle.
Depending on the difficulty level (Easy, Mature and Expert) selected by the player Sudoku puzzle is presented in a 9x9 grid with certain cell filled with numbers.
   i)   *File*: *New*-> New puzzle is presented with desired difficulty.
                    E*xit*-> Exit from the program.
   ii)   *Help*: *Check*   -> Checks the Sudoku filled till that point.
                    Hint   -> Fills the next unfilled cell with a correct number.
                    About -> Rules of the game.

3. *Developers*: Displays the names of developers.